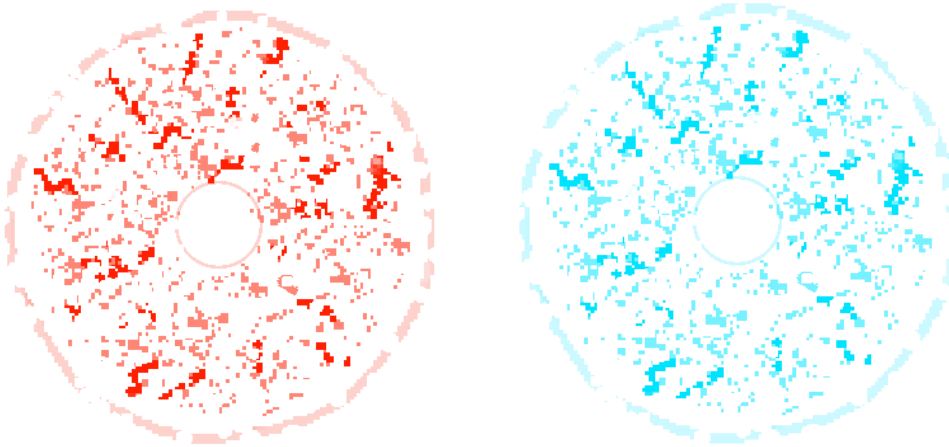Arjun Bhatia

EMPClass emp.t

Images

Shown above are red and blue EMP images

Procedures

SetX (ipX : int)

- ❖ Sets the X-coordinate of the EMP based on the inputted integer

SetY (ipY : int)

- ❖ Sets the Y-coordinate of the EMP based on the inputted integer

SetAngle (ipAngle : int)

- ❖ Sets the angle integer based on the inputted integer divided by 10

SetColour (spColour : string)

- ❖ Sets the colour of the EMP based on the inputted string

Show

- ❖ Draws the EMP based on the selected colour
- ❖ Plays a sound effect

Move

- ❖ Adds the vertical distance to the Y-coordinate
- ❖ Adds the horizontal distance to the X-coordinate

Accelerate

- ❖ Calculates a horizontal distance to move from the negative sine of the EMP's angle in degrees
- ❖ Calculates a vertical distance to move from the cosine of the EMP's angle in degrees

Banish

- ❖ Places the EMP offscreen
- ❖ Stops the movement of the EMP

Functions

GetX : int

- ❖ Outputs the X-coordinate of the EMP as an integer

GetY : int

- ❖ Outputs the Y-coordinate of the EMP as an integer

IsTouching (ipX, ipY : int) : boolean

- ❖ Outputs false as a default
- ❖ Checks if the inputted integer location is within the radius of the EMP and outputs true

Defaults

ConstructEMP (var opS : EMPClass)

- ❖ Banishes the EMP
- ❖ Sets default colour of the EMP

DestructEMP (var opS : EMPClass)

- ❖ Banishes the EMP

- ❖ Frees all variables